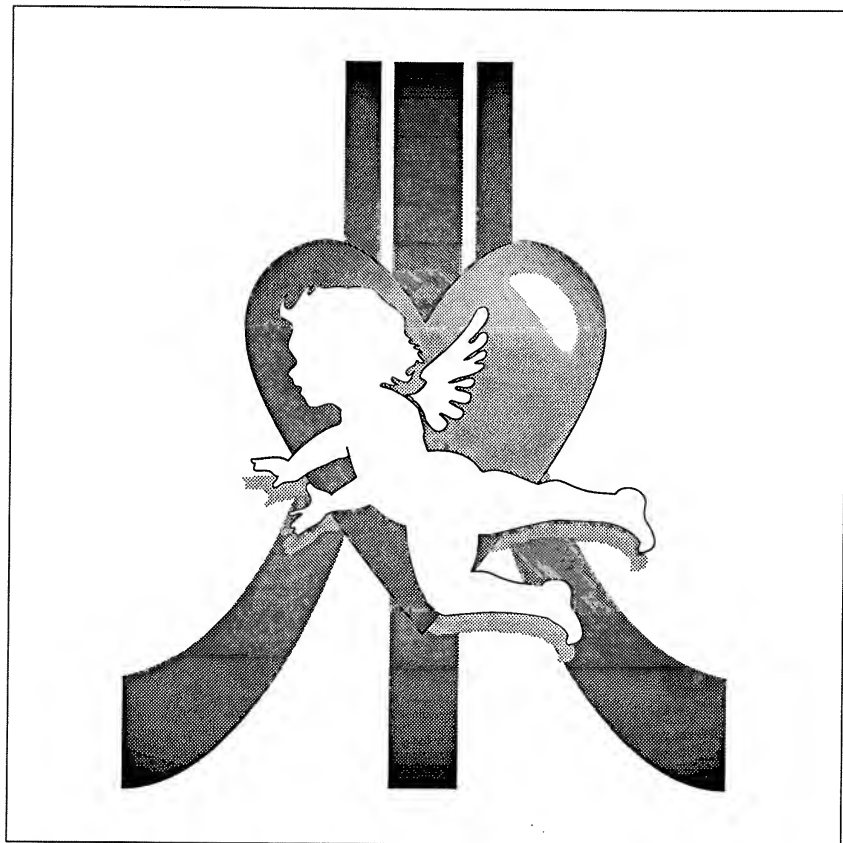


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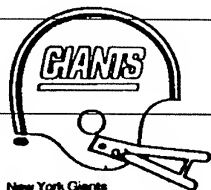


Newsnotes

February, 1991 • Vol. 2, No. 2

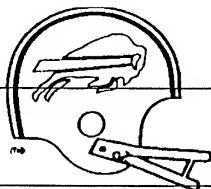
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New York Giants



New York Giants

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N O A H orthern hio tari elpers Newsnotes

February 1991
Vol. 2, Issue 2

In This Issue:

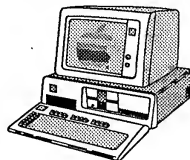
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THIS MONTH'S COVER DISK:

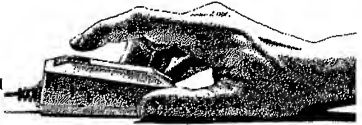
On this month's cover disk we are including a number of educational programs. Have a look—you may learn something!

Coming Next Month:

SuperCharger IBM Emulator
from Talon Technologies.



The Editor's Corner



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Changes

As I write this, there have been a number of changes happening around the world, everywhere from Lithuania in the Soviet Union, to the war in the gulf, and yes, even some small changes at Atari US.

The news from Atari this month has been a steady stream of small changes in the way Atari is handling the US market. While none of the changes seem important in and of themselves, together they do offer some hope for the future.

If you've been following the evolution of this newsletter, I'm sure you've noticed the steady stream of changes to the format. I've been 'fine-tuning' as I go along, and working hard to give this newsletter a distinctive look and feel.

Of course, a newsletter that looks great but has nothing but

fluff for contents is a rather pointless exercise in graphic design.

And that's where you come in. I'm sure most of you have bought a new piece of software in the last few months. Now, I realize that writing a review is a pain, that it takes time and may not be fun. Still, let me encourage you to give it a try. Who knows, you might find you enjoy it!

My many thanks to those who have actively contributed to the newsletter, particularly to Rick Gridley and Bob Coulter. Their work has greatly enhanced the content of this publication.

As a final note, let me encourage you to let me know what you want to see within the pages of the Newsnotes. More game reviews? More application reviews? More of everything? Your input matters! **A**

Subscriptions:

A subscription to the N.O.A.H. Newsnotes is included with each N.O.A.H. membership. Annual dues cover the subscription cost.

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| | |
|---|---------|
| One year membership with newsletter: | \$18.00 |
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This publication is created using an Atari Mega ST2 computer with a monochrome monitor and a QMS-PS810 Postscript laser printer. PageStream is used for page layout, WordPerfect ST is used to edit articles, and TypeStyler (a Macintosh program run via Spectre GCR) is used for most headlines.

NOAH NEWS

The demo this month is by John Demar. He will be taking you inside his deskjet printer to demonstrate it's features and print quality. Thanks John...

Be sure to check out the disk of the month. All those educational programs for the kids can open up some new doors for the kids.

The N.O.A.H PD library catalogue should be ready in disk and paper form in about 2 weeks so keep on the lookout for that also.

I sat down to do this and thought it would be easy, or at least easier than this, to write this column this month. The biggest piece of news we need to talk about here is the fact that the monthly meetings of N.O.A.H. will cease to be a regular occurrence. Due to some very serious time and work commitments on both Kevin and myself, all the energy and time needed to organize and set these things up is just not as plentiful as it was a year ago. We will continue to have meetings though they will be announced via mail or the BBS only when we can get some time to recruit speakers and demo artists. Throughout the past year or so Kevin has given the bulk of the demos and done some very major work on the newsletter. His work, and mine, on the newsletter will continue. We are open to any and all volunteers or group of same who would care to prepare the meeting for the group. We have asked before and, except for John Demar, no one has stepped forward to help out. This is not to say all of you don't help in some way or another, you all do. After going to a number of meetings of some other local groups I know you guys are some of the best supporters in the area and you are all appreciated. It's just that we need to relieve ourselves of some of the duties of the group. I have threatened Kevin within an inch of his life whenever he mentioned that his time is so jammed that he doesn't know if he could get the newsletter out at all. This newsletter has gained a country-wide reputation as being one of the best put out by a user group and I violently refuse to let that go down the hill, so Kevin, you will have to resign yourself to the fact that you will not leave us without losing a body part or two... or three. The same goes for John and Brenda Giguere and Rick Gridley and all our other contributing writers. We will keep giving you, what I feel, is the best damn newsletter by an Atari user group.

Any volunteers ??

PS: Keep our men and women overseas in your thoughts and pray for a little peace and sanity on SH's part.

Later,
Doug



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ALADDIN ST:

Automated GENie Access

by Kevin Steele

Version Reviewed: 1.0, 10/17/90

(Reprinted with permission from ST Informer)

"If you are an ST owner who uses GENie, you need this program."

The above sentence would normally be placed at the end of a review, not at the beginning. However, this program is of such benefit to GENie users that I thought I should point this out as soon as possible. Aladdin ST is a new program for the Atari ST, designed to act as a user-friendly "front end" for accessing GENie, the national information network from General Electric.

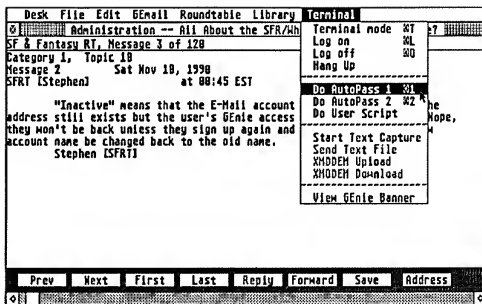
Aladdin automates most of the normal tasks that you would normally perform manually on GENie, such as reading bulletin board messages, downloading files, and sending or receiving electronic mail. It handles everything, including dialing and logging onto GENie. Best of all, it allows the user to read messages and mail off-line, saving money and using an easy-to-use GEM interface.

What is Aladdin?

Aladdin is a unique automated terminal program designed to provide easy access to GENie. Think of it as Flash with preset internal DO files designed for interacting with GENie. The program is very intelligent in operation—for example, it knows whether you are on-line or not, and can handle most interruptions that GENie can throw at it.

The idea behind Aladdin seems to have been to provide "point-n-click" access to GENie. In this regard, programmer Timothy Purves has succeeded—Aladdin sports a very slick GEM interface, full of menus and dialog boxes. Almost every function can be performed with the mouse, and quite a few of Aladdin's features have keyboard equivalents. There is even context-sensitive on-line help, easily accessible via the HELP key.

Aladdin ST runs on any Atari ST, in either monochrome or color. The program, however, is quite large, and will require 520ST owners to remove most (if not all) desk accessories to run it. It is also very disk-intensive, as it saves almost



everything from a GENie access into one file or another. It is highly recommended that you run Aladdin from a hard drive.

It is possible to run Aladdin from a two-drive system (perhaps even a one-drive system), but it requires a lot of planning and careful attention to disk usage, as Aladdin does not report when the disk is full, and may continue to operate without saving what is being downloaded. Aladdin shines best when operating from a hard disk—if you don't already own a hard disk, this program is a very good reason to start saving for one.

Catching an Autopass

The heart and soul of Aladdin is a feature called "Autopass". There are two variations of this command, Autopass 1 and Autopass 2, the difference between which I will explain in a few paragraphs. By using these two features, you can easily tap into the tremendous automation power that Aladdin ST offers.

So, you may ask, just what exactly does an autopass do? Aladdin's Autopass command is a wonderful "catch-all" type of function—it automatically checks your mail, sends any replies or messages you have written, checks for or downloads new messages from the Roundtables you have specified, and downloads new file descriptions and any files you may have marked from the file list.

Autopass 1 will do everything listed above, while Autopass 2 will only perform "pending" functions, such as replying to a topic or Email, ignoring a message or canceling a category, or downloading a file or a file description. The advantages to these two variations is that you can use Autopass 1 to gather all new information, then use Autopass 2 as a "maintenance" command, posting replies, ignoring topics, and downloading files. If you call GENie on a daily basis, you can

just use Autopass 1, as it will perform all pending operations and then gather new messages.

Using the Autopass commands, you can transform a long session on GENie into two short ones—use Autopass 1 to gather all new information, then read your messages off-line, and finally use Autopass 2 to post your replies and download marked files. This process reduces your actual interaction with GENie to a couple of mouse-clicks or keypresses (Alt-1 and Alt-2 for Autopass 1 and Autopass 2, respectively). What could be simpler than that?

Nights on the Roundtables

Before you can really tap into the power of Autopass, you do need to define which of the message areas on GENie (called Roundtables) that you wish Aladdin to access.

Luckily, this process is extremely easy. Aladdin allows you to select which roundtables you wish to visit from a list of available roundtables. You can then define whether you wish Aladdin to download all new messages/replies or just check for new messages, whether to check for new files, and what days of the week Aladdin should access this roundtable. You can define any number of roundtables, and can arrange the order that Aladdin will access them in.

Your access to GENie's roundtables doesn't end with simply defining a roundtable for Autopass runs. Through the "Roundtables" option in the menubar, you can also directly log onto a roundtable. This is handy for accessing GENie roundtable features not directly supported by Aladdin, such as taking surveys or sending feedback to a roundtable SysOp. From the Roundtables menu, you may also read messages, start new topics, ignore old topics, and view a roundtable's latest "bulletin" (the opening screen that is shown when you enter a roundtable).

Aladdin offers an elegant system for reading and replying to messages. Selecting "Read Messages" from the menu presents you with a message window, in which the latest downloaded messages are displayed. Across the bottom of the window are buttons which allow you to easily jump around within the available topics. There are also buttons to reply to a message; forward a message (send a copy to someone else); save a message to the printer, an archive file, or to a new file; and save the GE address of the person who posted the current message to your private E-Mail "address book" (more on this later).

This message system really helps to stream-

line the usually tedious task of reading messages, as it allows you to "flip" through the available messages, easily skipping messages or topics that you don't want to read. You can also quickly specify whether a topic should be permanently ignored via the "Mark-Reply Old Topics" menu option. The buttons in the message window all have keyboard equivalents for those that prefer to use the keyboard instead of the mouse.

The Roundtables menu also allows you to access a roundtable's RTC (Real Time Conference) area. Here Aladdin offers you a special "RTC" terminal mode, splitting the screen into a terminal window and a fairly large type-ahead window. You can prepare your replies/questions in the type-ahead window, and Aladdin will not send your message until you press RETURN. This is similar to Flash's type-ahead buffer line.

Electronic Mail

If you are a GENie user who has avoided sending electronic mail (also known as Email) in the past because of the difficulties of GENie's Email system, you should look into Aladdin's easy-to-use Email interface.

You can configure Aladdin to automatically download any Email messages sent to your GENie account. It will also download any attached files via Xmodem, provided that you've previously configured the Email option to do so. Reading your Email is very similar to reading Roundtable messages—it uses the same type of message window, including a row of command buttons across the bottom.

Sending Email through Aladdin is light-years ahead of trying to do it manually. Aladdin offers you an "address book", where you can store GEmail addresses for sending Email. When composing a message, simply call up your address book and click on a name. You can also send copies of your message to other people by using the "cc:" line in your message. If you wish, you can merge a text file into your message. You can also specify a file to be sent as an "attached" file, which means the file will be uploaded via Xmodem and sent to the person along with the Email message you've created.

When you are finished composing a mail message, simply exit out of Aladdin's editor. The next time you use the Autopass 1 or 2 commands, or select "Do Pending Operations" from the GEmail menu, Aladdin will upload your message (and optional attached file). Simple!

File Libraries

Accessing a roundtable's file libraries through Aladdin is equally simple. You have the option of viewing a list of new roundtable files (since you last used the "Autopass" or "Check For New Files" commands) or a "main list" of files, which is a special archive file that contains a compilation of all file descriptions obtained since you started using Aladdin. The list of new files is added to the main list each time new files are discovered during a GENie access. These file lists are the "short" version, with only a one-line description of the file.

When viewing either type of file list, you can use the mouse to select a file or group of files for downloading or "browsing". When you choose to "browse" a file, Aladdin will obtain the full description of the file the next time you access GENie.

You have your choice of three transfer protocols for downloading files: Xmodem, Xmodem 1K, and Zmodem. Out of these protocols, I personally recommend Zmodem, as it is the fastest of the three. You choose a transfer protocol when configuring the program—Aladdin automatically uses the default protocol when performing a file download.

Aladdin contains a very informative file transfer dialog. When downloading a file, Aladdin displays the filename, file size, amount transferred, characters-per-second transferred (CPS), approximate amount of time remaining to complete the download, the transfer protocol being used, and any errors that occur. A whole lot of information, to be sure!

Downloads are performed automatically as part of an Autopass 1 or 2. If you wish to download without performing an Autopass, you can always select "Do Pending Operation" under the Library menu. Aladdin completely controls the entire download process, from start to finish.

Disengaging the Auto-Pilot

Aladdin's greatest strength, that of completely automating your access to GENie, could have also been its greatest weakness. Aladdin covers most of the activities that a user would perform on GENie, but not all. If all Aladdin allowed you to do was use the automatic features, it would in essence lock you out of other services that GENie offers.

Luckily, there are a couple of options built into Aladdin that allow you to jump this hurdle. First is the Terminal Mode. If you select this option, Aladdin will log you onto GENie, then

leave you alone.

The terminal is typically full-featured, including a "lookback" window (similar to Flash's capture buffer), a text upload feature, and Xmodem upload and download. It also contains an on-screen billing clock which even recognizes GENie's new Star*Services, which are covered under a flat \$4.95 per month access charge. You use the terminal as you would any other terminal program, typing commands while on-line to navigate through menus and interacting with GENie as you always have.

The second option for bypassing Aladdin's automated functions is a lot more powerful. Aladdin contains a very complete macro language, allowing you to create "scripts" to guide Aladdin in accessing GENie. You can define up to seven scripts for use in Aladdin. Using a script, you can automate nearly any GENie service that isn't covered by Aladdin's built-in functions.

The script language is very complete, offering such advanced programming structures as sub-routines and the ability to call other scripts from within a script. There are a number of unique commands that can be used within scripts, such as "MAILFOUND" and "DAYOFWEEK", that I have seen in no other scripting language. If you ever want to write a custom access routine for GENie, this is the scripting language to use!

Adding It Up

Aladdin has a lot of other, smaller features, features that don't make or break the product, but do show the amount of effort that went into the creation of the program.

For example, You can easily change your GENie password, allowing Aladdin to create either a two-word password (two random four-character words), or an eight-character string of random letters.

Aladdin keeps a billing history, allowing you to analyze your GENie habit. It provides a complete listing of all calls made to GENie, how long they were, when you called, and approximately how much the call cost you. Monthly summaries of your calls are also provided, giving you such interesting facts as the average length of your calls to GENie and the average cost per call.

The text editor is also fairly sophisticated, with a lot of automatic formatting features. Unfortunately, in the current version (1.0), that automatic reformatting includes stripping out two spaces after a period and replacing it with just one. For some of you this may seem minor, but there was a flurry of complaints on GENie from

people trained in typing class to always place two spaces after a period. This problem has been fixed in the next version, according to Timothy Purves.

One other possible area for improving the program would be to allow some way of running other programs from within Aladdin. Several people have posted messages on GENie requesting this feature so that they could use Aladdin to log onto GENie, and then run a special GENie program (such as Air Warrior, a graphic shell for playing an on-line game). I would personally like to be able to run a program such as ARCSHELL or DEARC to de-archive any files that I've downloaded.

I should also mention the manual for Aladdin—it is huge! You can download it from GENie, and print it out on your printer. But be warned—the manual is 107 pages long! The manual is very comprehensive and well-written, but lacks such niceties as an index and a “quick start” section. The manual simply starts listing features in order of their appearance on the menu bar. If you were to just start reading the manual, you would be at page 61 before you discovered the heart of the Aladdin program, the Autopass command. Also, the manual is slightly out-of-date. It repeatedly notes that the billing

clock does not track Star*Services, when in fact it does. Adding a “quick start” overview of the program, fixing some small errors, and adding an index would be a good improvement for the manual.

Aladdin has a lot of things going for it, from the wonderful way in which it simplifies accessing GENie, to the powerful script language, to the amazingly low price—it is free! Your only cost is the amount of time it takes you to download the program from the Aladdin ST roundtable (just type m1000 at any GENie menu prompt to get there). The cost of downloading the program runs to roughly \$5.00 at 2400 baud (including the manual), and since the Aladdin ST support roundtable is a Star*Services area, on-line support is free! GENie even encourages you to share copies of Aladdin ST with your friends. At this price, if you use GENie, there is no reason not to use Aladdin. **A**

Aladdin ST 1.0

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STEELE
Writing Services

SUPREMACY

by Virgin Melbourne House

review by
Rick Gridley

During the spring and summer of 1990 Virgin Mastertronic was showing demos of a new "galactic empire" type game with the development name of Quasar. This demo was seen at many "Atari" shows here in the U.S. and overseas. The game has arrived via Europe and the title is now **Supremacy**. In fact when the game is released in the U.S. it will again be renamed to **Overlord**. Name withstanding, lets take a look at this new game software.

As stated in the game manual, **Supremacy** is a single-player strategy-simulation game that offers you the chance to battle for economic and military domination in four planet systems. You are personally responsible for managing resources, governing people, overseeing mining and farming operations, developing military strategies, training troops, planning campaigns and directing battles. Four alien dictators, one in each planet system, seeks to defeat you. Your ultimate goal is to win all the territory there is to win and to crush all four opponents, thereby protecting your home universe from the threat of invasion.

Strategic skills are called for—both as commander-in-chief and as director of economic policies. Moral decisions also have to be taken; for instance, are you prepared to starve your people to death, tax them totally out of pocket and sacrifice them without mercy to the alien forces in order to hold on to power? or do you see yourself as a beneficent ruler, who cares for the welfare of his subjects?

In **Supremacy** you will have to defeat four separate empires, one at a time. Each empire is tougher and smarter. The number of planets increases as you move up to tougher opponents as well. The four stages can be played separately or all four for a complete battle. The game manual hints that further adventures and conquests will be forthcoming from Virgin Mastertronics.

The game is played in real time and things happen quite fast unlike a lot of games in this genre. All actions are done with the point and click method so once you master the various information menus/icons you can build, train, transport, tax and other game functions fairly rapidly. (and you will need to move fast as the game is moving along at a nice pace and the years click by pretty quickly!)

The graphics in the game are just outstanding. Most screens contain animation as well. The views from planetary orbits are stunning and the battle sequences are accompanied by some animation of combat and the winning side "planting" their flag in the sands of the conquered world.

You will be concerned with raising food, mining minerals, developing energy, taxing, raising troops, training them and on and on. Different types of planets you colonize will be suited best for different types of development. ie. "Desert" worlds are best to place your solar satellites in orbit to generate energy and "lush vegetation" worlds are best for you food/farming operations. You will need all these economic factors to build your empire and defeat the computer opponent. Various messages will be brought to you on screen and disasters can strike your worlds. Nothing like a huge meteor storm destroying your top food producing world. What will you do to fight off starvation? Launch an invasion to capture another food producing world? The choice on all these matters is yours. Oh, in the higher levels your opponent will set his sights are your most productive worlds. You better build up your garrisons to defend your key installations.

Supremacy is the fastest, best looking of any of the "galactic empire" type games on the market. It is fun and easy to play once you learn the icon menu system and you can and will lose many hours in front of your computer screen play-

ing it. There are some features I would like to see that are not in the game such as ship to ship combat in deep space but the game is still well worth the money spent, although read the warning below.

BUG ALERT

The import versions of Supremacy will lock up at times on the combat screen. Everyone who has played the game has noted these lockups. We thought we had a fix by using a 50hz boot up program but even with this the game still locks up at times. You should save the game often or better yet, wait until the domestic release of the game under the name Overlord is out. By all means if you are interested in games of this type this is a "must" purchase.

Other Notes

Those of you who bought imported versions of F19 can get updates from Microprose USA. The updates fix the 50 cycle problem and the flipping problem of the import version. No charge, just send your disks to Microprose in Maryland. Microprose also states that ports for Railroad Tycoon and Silent Service 2 are being done in Great Britain and we should see both by summer!

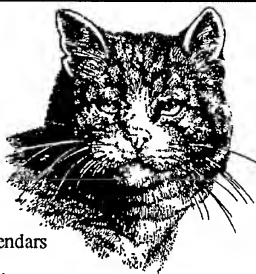
Till next time, keep gaming! ♣

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Title: Team Yankee

Design: Steven W. Green / Richard T. Horrocks

Distribution: Empire Software / UK

Hardware: IBM, ATARI ST / SS-512K, AMIGA

Price: \$59.95 list.

Reviewed By: Jim VanLaar

'ROMEO 25 - THIS IS MIKE 77 - SPOT REPORT - 5 T-72 TANKS MOVING WEST - GRID 190852 - CONTINUING TO OBSERVE - OVER.' Bannon snapped his head to the left. There was no need to use a map. There was only one place the Russians would be, and that was between the forests 2200 meters away...

Harold Coyle - Team Yankee

Team Yankee depicts hypothetical conflict in Central Europe at the company level. In the game, you control a tank company comprised of 4 platoons. The platoon organization is identical to that represented in the book. As such, the assets at your disposal include:

- Platoon 1: 2 M1A1 Tanks,
2 Improved T.O.W. Vehicles
- Platoon 2: 4 M1A1 Tanks
- Platoon 3: 4 M1A1 Tanks
- Platoon 4: 2 M113 APC's, 2 M2 Bradley's

Your job is to complete the 5 missions performed by Team Yankee in the book. It ain't gonna be easy!

Game Play

The game is played fully in real time using a neat blend of strategy and arcade style action. A platoon is controlled in map mode or 3D view mode. The graphics are superb. All control is via the mouse. The game gets you into the action very

quickly and the pace doesn't slow until a scenario is completed.

In map mode you may view the entire battle area or zoom in on the area immediately around your platoon. The zoom mode is handy for positioning yourself on a treeline. Here you tell your platoon where to go and how fast to move. In addition, you may select a variety of formations. The progress of all your units is displayed. Enemy icons are displayed if any of your platoons is

currently viewing the enemy or intelligence knows their location.

The 3D mode is the view from your platoon. You can move your turret, magnify view, use infra-red (a must for spotting Ivan in the trees or through smoke), and generate smoke. Combat is also conducted from this screen. You may load HEAT, SABOT, Missile (if you have an ITV or M2 in the platoon), Smoke, or use the machine gun. Load times vary based on your platoon strength and current morale. Firing is a point and click affair. You have the option of using a laser range finder. Sounds easy doesn't it? Just try it traveling at 30Mph with T72's pouring out of the trees!

In addition to controlling an individual platoon, you may select a screen which displays a window for each platoon at the same time. Virtually all controls and modes are available from this single screen. It's nicely laid out. It's a virtual certainty you'll have to master controlling all 4 platoons at the same time from this screen to make it through the higher levels.

The Missions

To 'win' the game you must complete the 5 missions of Team Yankee 5 times. Each time through is at a higher rank. Though the missions are essentially the same each time, as you progress in rank the Russians are more numerous, positioned differently and they're a helluva lot more sneaky. Also, supply replenishment and morale increases are harder to come by. The manual eludes to 'other surprises' at higher levels. Oh great! I can't wait.

At the start of each mission you get an intelligence briefing. Some missions also allow you to plot Battalion Artillery Support. HE, Smoke, and DPICM is available. You set the place and time. Since you really don't know where the enemy is,

arty isn't very useful in defensive scenarios unless you're going to reposition a unit and wish to cover movement. In the offensive scenarios you use arty along your axis of attack. The problem here is you need to plan when your going be travelling through an area. Ah, yes...The best laid plans of mice and men....

Thank God they also provided a training scenario where the bad guys don't shoot back. You'll need it!

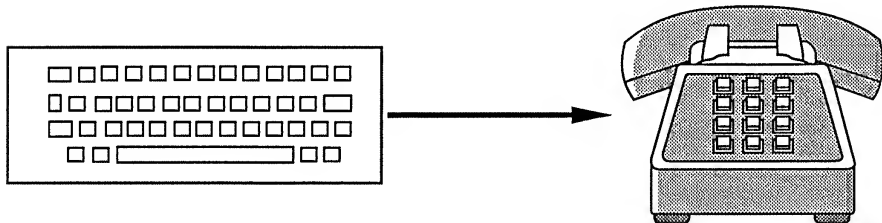
The Package

The package includes disk, a nicely done manual, and a fold out map of the entire campaign area.

The manual is complete and does a nice job of walking you through the training scenario. It provides a fair amount of tactical and strategic advice, however, reading the book Team Yankee is probably the best source for information on S&T.

Team Yankee Summary

Team Yankee does a super job of representing armored combat in Central Europe. The game does not provide for dismounted infantry using DRAGON launchers, nor does it address terrain elevation. However, it is very complete in all other areas. The scenarios are plausible and interesting. Your computer controlled opponents are very intelligent and diligent in completing their missions. Though the game provides great real time 'arcade style' action, it is not an arcade game by any stretch of the imagination. You must have a plan, and you must employ reasonable strategy to win a scenario. Your nine year old won't be able to beat you at this one! It's great. Buy it! **A**



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Red Lightning

by Strategic Simulations, Inc.

Title: Red Lightning

Design: Norman C. Koger Jr.

Distribution: Strategic Simulations Inc.

Hardware: IBM, ATARI ST / SS-512K

Price: \$59.95 list.

Reviewed By: Jim VanLaar

"Twelve Belgian F16 fighters swept in low over the front at five hundred knots, dropping tons of cluster munitions on the lead Soviet regiment, killing nearly 30 tanks and a score of infantry carriers less than a kilometer from the allied lines. A swarm of missiles rose into the sky after them, and the single seat fighters turned west, skimming over the ground in their attempt to evade. Three were smashed to the ground, and fell among the NATO troops, adding to the carnage already created by Soviet fire."

Tom Clancy - Red Storm Rising

Though another game has already hit the market under the title Red Storm Rising, Red Lightning is certain to give it some competition, especially in the ranks of the avid simulation gamer interested in hypothetical conflict between PACT and NATO forces in Central Europe.

The game simulates the four primary theaters of operation which would be involved in any near future PACT - NATO Central European conflict. The simulation is played at different levels, depending on the operational theater. You may play either side or against a human opponent.

Central European Theater

The meat of the action and the most detail is provided in determining the outcome of the ground battles and air activity in Central Europe. Here the action is played out on a nicely done scrolling hex map 54x50 in size. The playing area cover Poland and Czechoslovakia in the East, to Belgium, the Netherlands, and France in the West. In the north, Denmark is fully included. The southernmost portions of the map extend to cover northern Austria.

The units moved on the Central Europe map are either division, brigade, or regiment in size. Headquarter and Field Artillery units are also included. Any wargamer will recognize the map



units are depicted using standard NATO marking conventions. One aspect of each unit is not immediately apparent. That is, what corp/army the unit belongs to. This is very important in the play of the game as units of different corp/armies cannot move through each other or stack. Additionally, HQ and Field Artillery assets only support the army/corp they belong to. By 'clicking' on a unit, other units of the corp/army are highlighted. It is only a minor inconvenience.

Each unit is comprised of sub-units. Though only the main units are moved, you may instruct sub-units to take on different postures within the main unit. A sub-unit may be set in a resting, reserve, or forward posture. As posture is increased, the combat strength increases but the unit recovers fatigue slower.

The mechanics of moving units and setting sub-unit posture are simple, however, there a number of units depicted in the game. If you are interested in a quick playing game, you may find this tedious. The avid simulation gamer will relish in the detail present.

Instructing your units to attack is most often a big part of a simulation wargame. Though it is also key in Red Lightning, marshalling your corp/armies into an effective deployment, both on the front and in reserve, is crucial to success in the game. When one considers that units of different corp/armies cannot move through each other and Central European terrain is slow going off the road, the logistics of getting your army in position becomes an integral part of the game. When you imagine what it would really be like trying to get all the NATO forces of different nationality and capability to the right place at the right time under actual war time conditions, you'll appreciate how superbly this aspect of the action has been simulated.

The air war in Europe is played out using a nice balance between detail and the abstract.

Planes are grouped by similar capability. The mission types include superiority, strike, ground support, and recon. The groups are rated for capability in these mission types, survivability, and avionics. You order the desired quantity of each group to perform the desired mission. The success of each mission depends on the groups capability in the mission type, weather, and current effectiveness. The more you use your planes or the enemy strikes your airbases, the lower your effectiveness (readiness) goes. By using only 50% of your planes each turn you can keep effectiveness close to 100%, however, sometimes it's necessary to go all out!

Another facet of the Central European conflict depicted is the use of special forces. PACT players also have surface to surface missiles at their disposal. Each turn, you may commit these assets to airfield suppression, mobilization center suppression, supply line interdiction, or intelligence gathering.

Norway Theater

The battle for Norway is played at an abstract level. Each player has a number of amphibious and airborne units as theater reserves. You may commit these reserves to any theater. You decide how much to commit to Norway. Each turn, the computer decides if Norway is still up for grabs or has been conquered. If NATO loses Norway, the chance of losing the North Atlantic sea campaign is much greater, NATO convoy attrition is increased, and National morale suffers. In addition, PACT units may now be committed to Iceland.

Iceland Theater

This is similar to the Norway campaign. You decide how many of you theater reserve units to commit. The effects of losing Iceland are similar to losing Norway.

North Atlantic Theater

This portion of the game is also played at an abstract level. If NATO loses here, convoy attrition is increased dramatically. There is no player intervention here at all. The only thing NATO can do to improve his chances here is hold on to Iceland and Norway.

The Package

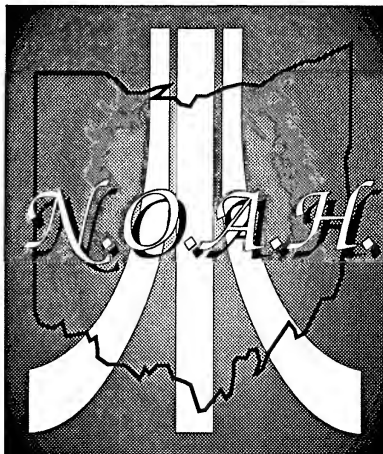
The program comes on two singled sided 3.5 inch floppies. They are not copy protected and install nicely on a hard disk. Have your doco out at program load time as you will be asked to enter a word from the doco for validation.

The rulebook is well laid out and complete. Mr. Rogers attention to detail shows. The appendices are excellent, and are complete with full equipment lists, reinforcement schedules, various charts and tables, and game values for each piece of NATO and PACT hardware used in the game (which is just about all in existence). In addition, the disk includes a 67k file with the complete order of battle for NATO and PACT forces present in the conflict. The order of battle includes a complete equipment list for each unit! This data in itself, compiled in one place, is almost enough to buy the game for the serious wargamer. Also included is a nice multi-color laminated map of the Central European theater which will come in handy for planning purposes.

Summary

This game caters to the serious wargamer. It's not a beer and pretzles game and will demand your full concentration. If you have trouble sticking with Silent Service, don't even consider it. If you feel you have to complete a game in one sitting, walk away. But, if you appreciate a detailed war-game simulation with superb playability, buy this game immediately! It's one of the best I've seen. And thank God that Norman Roger writes games for ST's!

Check out Norman Rogers other ST game, Stellar Crusade. In fact, buy multiple copies of each game and write him a letter to convince him to write more games for the ST! ♣



N O A H

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February 1991



| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|--------|--------|---------|-----------|---|--------|---|
| | | | | | 1 | 2 |
| 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 10 | 11 | 12 | 13 | 14 Last Day for Newsletter Articles | 15 | 16 |
| 17 | 18 | 19 | 20 | 21 N.O.A.H. Meeting 7:00 pm at AAA Video | 22 | 23 |
| 24 | 25 | 26 | 27 | 28 | |  |

PUZZLE BREAK

(Solution in next month's N.O.A.H. Newsnotes!)


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Word List

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| ARCSHELL | DIAMONDBACK II | PINHEAD |
| CLEANUP | EDHAK | POPIT |
| CODEHEAD UTILITIES | HOTWIRE | QUICK ST |
| CODEKEYS | LOOKIT | REVOLVER |
| DC DESKTOP | MAXIFILE | THUNDER |
| DC UTILITIES | MULTIDESK | TURBO ST |
| DESKMANAGER | NEODESK | UNIVERSAL ITEM SELECTOR |

ST Games Puzzle Solution




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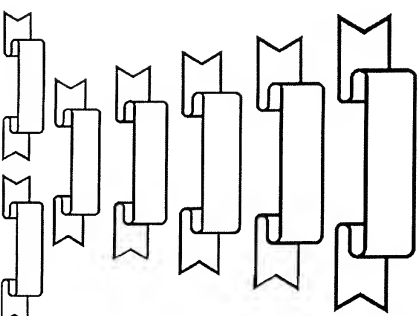
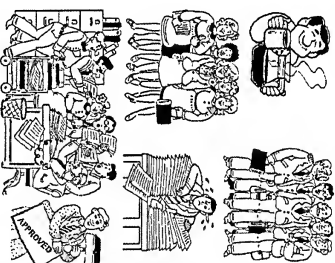
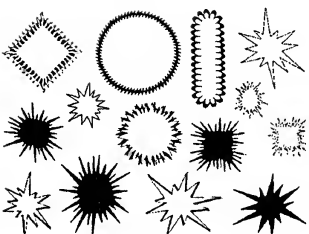
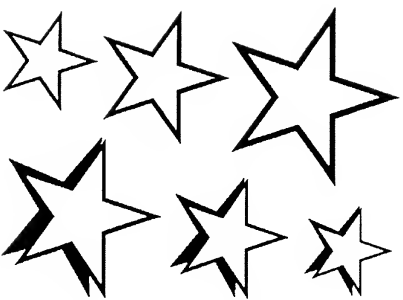
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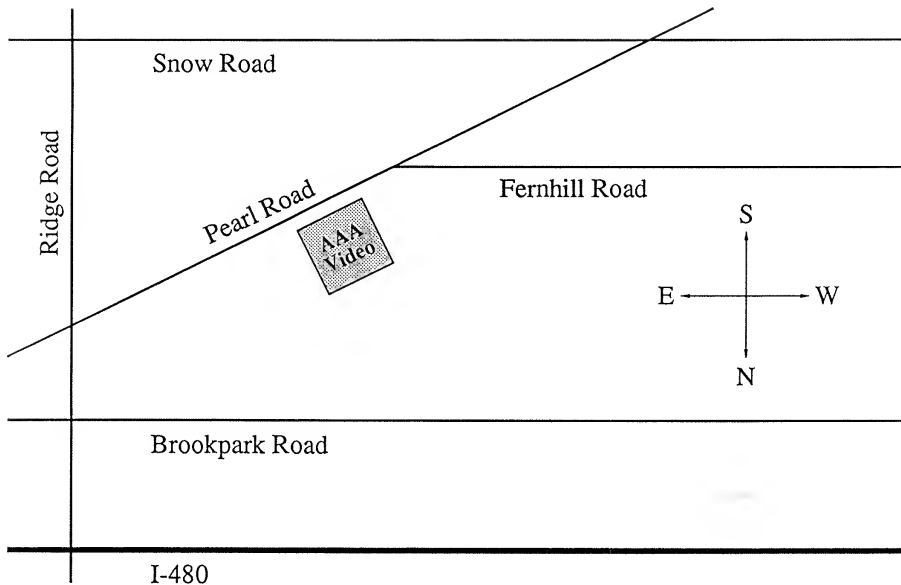


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